

CLAIMS

What is claimed as new and desired to be protected by Letters Patent is:

1. A non-competitive and educational board game device for use by at least one player, comprising:

(a) a playing game board surface divided into a plurality of predetermined spaces, each of the spaces being categorized into a plurality of activity types;

(b) a token for each player to identify and track on which of the spaces the player is located;

(c) a chance device for indicating a random number of spaces for the player to advance during the player's turn;

(d) a plurality of cards that correspond to each of the activity types whereby the cards describe an interactive activity for the player to perform; and

(e) a monitoring person to receive the performance of the player and to interact with the player whereby people with Autism, Asperger's Syndrome, Downs Syndrome and other disabilities can develop and improve their social skills.

2. The board game according to Claim 1 wherein the activity categories include "What If?", "Go Do!" and "Mirror" type activities.

3. The board game according to Claim 1 wherein the game is simulated and played on a computer.

4. The board game according to Claim 1 wherein the chance devices include a six-sided die, a spinner, and a bag of numbers.

5. The board game according to Claim 1 wherein the activity categories are indicated on the game board by simple, geometric figures.

6. The board game according to Claim 1 wherein the activity spaces are represented by simplified art in order to avoid distracting players from the activity cards and social skill improvements.

7. A method for developing and improving social skills in disabled people, comprising the steps of:

(a) depicting a pathway on a game board which has categorized a plurality of activity spaces;

(b) presenting a method to advance around the game board by a chance device;

(c) providing tokens for players to indicate and track their respective location on the spaces of the game board;

(d) providing activities for each of the activity spaces in order to permit the player to interact with the other players and monitoring person; and

(e) permitting feedback from other players and the monitor to the player whereby the activity and feedback improve and enhance the social skills for people with Autism, Asperger's Syndrome, Downs Syndrome and other disabilities and help them to develop and improve their social skills.